



SUPER HARD MODE

Various different difficulties were planned for most stages. The final game only uses the Normal and Hard options (with Very Hard being used in DLC), with a Super Hard difficulty menu option that goes completely unused. Unlike the DLC, that restricts very hard mode to the main three hedgehogs, Super Hard mode was also going to be available to Tails', Rouge's and Blaze's respective Extra Missions.



Work-In Progress Castle Town



In the cutscene "Death of Elise!?", several pictures appear on the monitor, one of which is a work-in progress screenshot of Castle Town. Several buildings are only white blocks, with the most obvious being the town hall. The building to the left of the entrance to New City is also different here, being much taller. You can also notice two buildings clipping into each other to the left of the tower, and again in the bottom-right of the texture. Several buildings are also different. The layout is seemingly final, and due to the low resolution, makes it hard to make out any other differences.



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Early Textures

In the first in-game cutscene for Sonic's episode, we see a nighttime version of Soleanna that's a bit different to the terrain you actually get to play around in. The event ID for this cutscene is **e0031** and has its own separate terrain folder from Soleanna's actual one, containing models and textures that are different. Many buildings are missing, while some are missing sides, probably due to being out of sight. The textures used in e0031 appear to be early counterparts, as they're missing some text and effects, but are also set up correctly, unlike Soleanna's final textures.

Minor Differences

- The most relevant textures are slightly transparent in e0031, which is correct for the diffuse-specular configuration - they are opaque for Soleanna.
- **tw_n_a1brick01_dfsp_b.dds** was made brighter for Soleanna.
- **tw_n_a1cring04_dfx_b.dds**, **tw_n_a1cring05_dfx_b.dds**, **tw_n_a1swalk58_dfsp_b.dds**, and **tw_n_a1swalk60_dfsp_b.dds** were made darker for Soleanna.

Major Differences

e0031	Final
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“Final” was modified to add the word "CAFE" for Soleanna.

e0031	Final
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"Final" was also made darker, but was modified to add the number 15 for Soleanna.

e0031	Final
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"Final" had gaussian blur added to a portion of the texture for where it'd be mapped over a shop window.

e0031

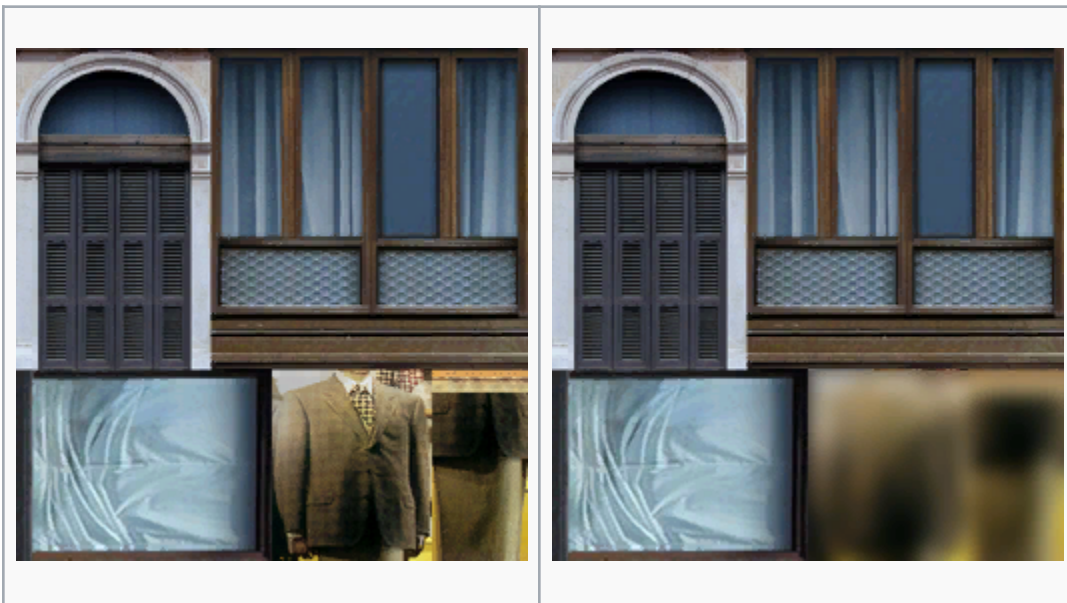
Final



“Final” had gaussian blur added to a portion of the texture for where it’d be mapped over a shop window.

e0031

Final



“final” had gaussian blur added to a portion of the texture for where it'd be mapped over a shop window.

Early assets

Unused Town Grind Paths



- grind_twnA.path



grind_twnB.path

These grind paths for Soleanna are left over in the game's placement files, referred to as **grind_twnA** and **grind_twnB** respectively. Both of which are never used in the retail game, possibly due to being both buggy and out of place. Castle Town's (twnA) paths can break into a mess for



some rails, which is unfortunate - as well as New City's (twkB) paths clipping through collision. The main problem here is that grind paths don't care for invisible walls or collision, so the player would easily be able to clip past the guards in Castle Town as soon as they start the game.



- grind_twnA.path
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grind_twnB.path



Unused menu options



The title screen was originally going to give you the option to start over without having to manually delete your save file. Annoyingly, this happens to be the default option, but if a player accidentally hits it, the reset progress won't be saved until they save the game themselves, allowing them to go back and hit continue to restore their progress. This menu was also in the Xbox Live demo, although that had different options which matched up with the build's status as a demo.

Unused collision flags

In collision (.bin) Flags...

- 50000000 = Quicksand
- 70000000 = Sinking Lava

There are two unused collision flags that cause the player to sink.

The first one simply causes you to slowly sink. It would've been used in Dusty Desert for the quicksand, likely due to the fact Elise's shield can negate it partially like Final. The second one hurts



you before you start to slowly sink, and fittingly would be for Flame Core for the lava, with objects that are dropped in creating a lava splash.

Both go unused due to the fact they're not finished. You're stuck in free-fall and will slide around, before eventually being sent shooting down. Even with Elise's shield, you won't be able to run on it

<https://youtu.be/9SP5vmmh1sA>

📺 Dusty Desert Unused Sinking

Knuckles cleared ACT mission

Despite not being able to normally finish a level, Knuckles has a proper level-completion animation and a set of voiceovers for responding to his rank. Knuckles *can* finish both of the levels in which he is playable (Flame Core and Aquatic Base) with the use of glitches, allowing for these quotes to be heard.

The quotes are as follows:

All right!

That felt good!

Well, that wasn't TOO bad

Hmph!, that took longer than I thought

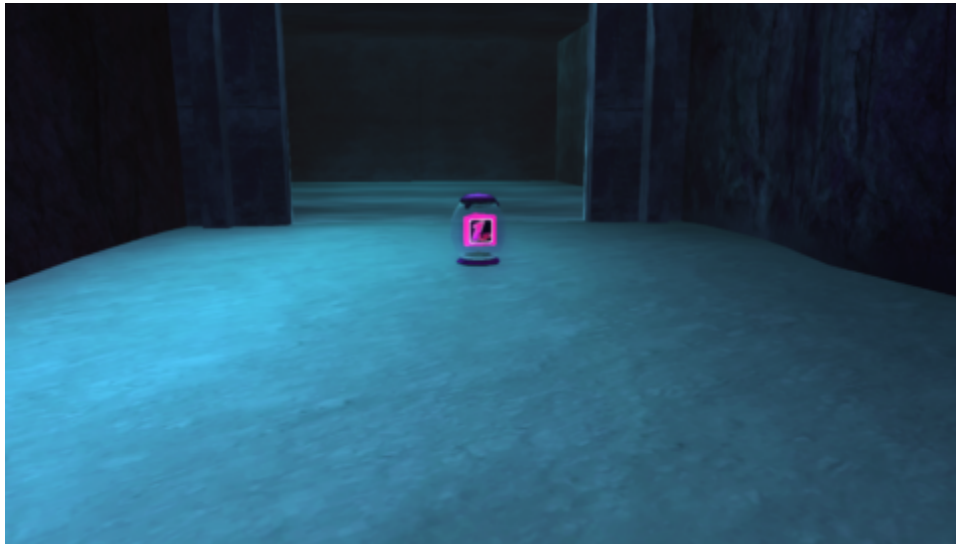
Shoot! I've still got a ways to go...

Unreachable Spring in Kingdom Valley - Section A



• In Kingdom Valley - Section A, there is an unreachable spring at coordinates (X: -26241.4, Y: 0, Z: 5035.69) - this spring has a LaunchSpeed value of 0, OutOfControl value of 0, and it targets nothing. It's present in the SET files for Kingdom Valley - Section A in retail and the Xbox Live Arcade Demo, as well as End of the World. It is most likely that it was supposed to be part of a building that was supposed to be playable, or maybe they rushed it and forgot about the spring.

Unreachable 1-Up in End of the World - Section F



In End of the World - Section F (Amy's White Acropolis section), there is an unreachable 1-Up Capsule at the location that Sonic's normal White Acropolis B starts from.

Development timeline

2004

- Fall - Development begins with Yojiro Ogawa as director and Yuji Naka as producer.

2005

- May 18 - The game is announced in a closed-doors presentation.
- September 16 - Sega launches the game's official website.^[1]
- September 17 - The game is demonstrated at the Tokyo Game Show (TGS). Naka announces the title, while lead game designer Shun Nakamura demonstrates how the game uses the Havok engine.



- September-November - Sonic Team receives Wii development kits and realizes that a port cannot be completed in time for the Wii's launch. Ogawa leaves the project and takes some staff with him to start *Sonic and the Secret Rings*, leaving directorial duties in Nakamura's hands.

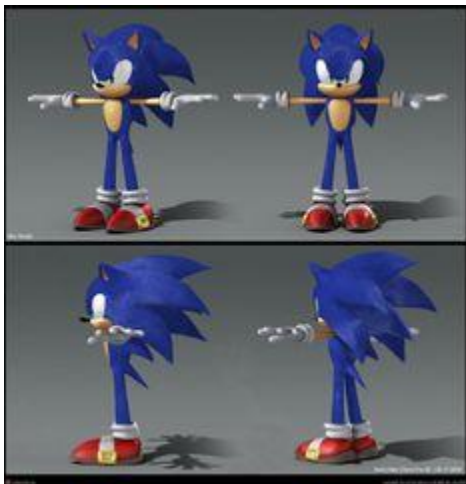
2006

- February - Recording for the English voice dub begins, even though the script is not finished.
- March 10 - The script is completed.
- March 16 - Naka announces that he is resigning as head of Sonic Team.
- April 14 - Sega relaunches the official website to build anticipation for E3. This includes the reveals of Silver and Elise.
- May - A demo is playable at E3, featuring playable levels for Sonic and Silver. The game is said to be only 40% finished. This demo is later shown at the Games Convention in Leipzig, Germany.
- September - Another demo is playable at TGS featuring a Sonic level, a Silver level, and a Shadow level.
- September 27 - [A shorter version](#) of the TGS 06 demo is shown at Microsoft's X06 event and released on Xbox Live Arcade later that day. Only Sonic's section is playable.
- October 22 - The Xbox 360 version of the game goes gold.
- November 14 - *Sonic the Hedgehog* is released for the Xbox 360 in North America.
- November 24 - The game is released for the Xbox 360 in Europe.
- December 21 - The game is released for the Xbox 360 and PlayStation 3 in Japan.

2007

- January 30 - The game is released for the PlayStation 3 in North America.
- March 23 - The game is released for the PlayStation 3 in Europe.

Realistic Textures/Models



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Early in development, Sonic Team experimented with using realistic fur and rubber textures on the character models, since the game world was more realistic. The textures are not in any known build of the game since the consoles wouldn't be able to handle it, but these renders by Blur Studio show what they would have looked like.

Day and Night Cycle



A day and night feature was shown in the TGS demo fully implemented and functional, but it's unclear if it was ever intended to be in the final game and may have just been a demonstration of what the next-gen technology was capable of. The next mainline *Sonic* game *Sonic Unleashed* does feature a day-night cycle, but only after completing stages.

Unused Features Mentioned in the Manual

The game manual was probably written before the game was finalized, because it mentions features that were never implemented... oops. Note that this list omits features that are still present in the game's code, like the shield.

- The game's manual states under Tails and Omega's character bios that you can use their flight abilities until the gauge runs out. However, in the retail game, no such gauge is visible onscreen. (This exact thing was later reused for Project '06)
- Sonic's Gem abilities are described as being able to upgrade up to Level 3, draining energy when used, and that Chaos Drives power up the bar like for characters which



have a working one, but this function was never finalized. Despite this, the bar still shows up when you play as Sonic anyway.

- The hub worlds and action stages are referred to as having a level indicator. This is meant to show the current level of Sonic's custom actions and Shadow's Chaos Boost, but since Sonic cannot level up his Gem abilities in the retail release that behavior goes unused. It's still used for Shadow.
- When discussing the game's "Tag" multiplayer mode, the manual mentions significant differences compared to what's seen in the retail release. It says there are two variants of Tag: Tag Story and Tag Trial. Tag Story seems to have been much like what Tag is like in the retail release, but players could save their progress. Completed stages could then be chosen to be played individually in Tag Trial. In the final release, it's much more barebones: you can't save progress in Tag, and individual stages can't be played at will.

Canceled PC and Wii Port

Sonic the Hedgehog was only released on the [Xbox 360](#) and [PlayStation 3](#), but versions for [Windows](#) and the [Wii](#) were also planned. Nothing is known of the Windows version other than being promoted on the back cover of the [Sonic Riders](#) instruction manual (which mentions it was due for release on PC DVD-ROM alongside the Xbox 360) and [the game's E3 2006 flyer](#). The Wii version was scrapped in favor of [Sonic and the Secret Rings](#); a full port would've been possible, but would have taken too long, and Sega wanted a *Sonic* game to release in time for the Wii's launch.

Early Castle Town



In trailers for the game, you can catch a glimpse of an early Castle Town. The most obvious difference is how it was originally much brighter and colorful than the final. In the final game, it bakes the lighting onto the vertex colours, causing Castle Town to look very dull. In the early version, the lighting was realtime, allowing many small details (such as tarps and balconies) to cast shadows. Other differences include a much more populated Castle Town, a different layout with more height variations, different buildings, different tree textures, a different sky, as well as the cliffs to the south being completely absent.



REVIEW VERSION



A heavily corrupted review version of the game was found in 2019 and is currently being restored; all of the recovered data seem to be identical barring duplicate stage files and the executable.

TGS 2005 leftovers

Tokyo Game Show is an E3-esque event hosted in Tokyo, Japan. The following animations are left over from a tech demo of this game which was shown off at that event. Note that the eyes are swapped in each of these animations.



• wait_sonic_Root.xnm



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wait2_sonic_Root.xnm

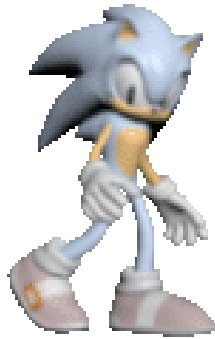
-



wait3_sonic_Root.xnm



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wait4_sonic_Root.xnm

Standing and idle animations. Originally, Wait4 would play once, and then Wait2 would play on repeat infinitely. Wait3 was used for when Sonic landed from a great height.



-

walk_sonic_Root.xnm



-



run_sonic_Root.xnm

-



dush_sonic_Root.xnm



-



fall_sonic_Root.xnm

Walking, running, and falling. Similar to the ones from [Sonic Adventure](#).



-

goal_sonic_Root.xnm



-



goalpose_loop_sonic_Root.xnm

Goal pose. Again, very *Sonic Adventure*-esque.



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grind_l_rbank_sonic_Root.xnm



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grind_l_sonic_Root.xnm

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grind_l_lbank_sonic_Root.xnm

Grinding, resembling [Sonic Heroes](#). Interestingly, animations for leaning exist, a mechanic that didn't make the final cut. Despite there being 2 animation cues for leaning on rails, one is used to call the grinding trick animation, while the other goes unused.

E3 2006 Leftovers



Certain animations were present at E3 2006, but are either not played in the final, or the corresponding object is not present.



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- `so_float_hard_I_Root.xnm`
-



Animations for a wind gimmick planned for Kingdom Valley, similar to that present in Windy Valley from *Sonic Adventure*. The object for it was placed in the E3 demo, but was removed from the same location in the final game.



- so_brd_trick01_Root.xnm
-



so_brd_trickD_I_Root.xnm



so_brd_trickU_I_Root.xnm



so_brd_trick_landing_Root.xnm

Animations for performing a trick jump on the board. Similar animations exist in *Sonic Adventure*, though these are closer to the ones in [Sonic Adventure 2](#).



-

so_brd_collision_Root.xnm

Intended to be used when Sonic collides into stage geometry while on the board. The final game just reuses the damage animation's cue for this purpose, even though this animation has a unique cue. It's possible to restore in-game by adding the animation to the PKG as "against" and using a hex editor to swap the cue that the wall collision state loads.



Co-op between Sonic and Shadow was planned for during Crisis City and Flame Core, so as a result Sonic has animations for riding Shadow's jeep. Note that Sonic's arms are always at his sides on the seat, suggesting that either these animations were unfinished or Sonic was only intended to be a passenger. These are also translated very far away from the root bone for some strange reason, so if you hack Sonic to be able to appear in a buggy, he will float in the air above it.



- so_jeep_curveR_l.xnm
-



so_jeep_ride_l.xnm



-



so_jeep_curveL_l.xnm

Standard loops.



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so_jeep_back.xnm



-



so_jeep_back_l.xnm

Backing up.



-

so_jeep_damage_big.xnm



so_jeep_damage_light.xnm

Taking damage. Shadow's damage animations are *also* unused, amusingly.



•

so_hang00_I_Root.xnm



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so_hang_jump_Root.xnm

- Intended for ledge grabbing, a mechanic present in [Sonic Adventure 2](#) and [Shadow the Hedgehog](#). The programming for this ability was never finished.



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so_hang_pole_s_Root.xnm



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so_hang_pole_e_Root.xnm

Animations for landing on and jumping off of a pole. The final game only uses the actual flipping animation, while this would have made the presentation more like in *Sonic Adventure 2*. Cues to play these animations are present in the executable.



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so_item_s.xnm



so_item_l.xnm

Referenced in the character select screen PKG as some sort of selection animation. The executable never loads them.



so_jump_twist_Root.xnm

Animations for a trick jump off of a ramp, like in City Escape in *Sonic Adventure 2*. The same was likely planned for White Acropolis and/or Crisis City.



-

so_moonsalt_s.xnm

Presumably they meant [moonsault](#). Appears to resemble the trick jump Sonic can perform in *Sonic Adventure 2* by jumping out of a somersault.



-

so_run03_l_Root.xnm

A jogging animation that unfortunately never gets used. run00, run01, and run02 are the used run, dash, and mach speed dash animations.



- so_123jump_I_Root.xnm
-



so_123jump_s_Root.xnm

Mach speed chain jumping. All of the builds seen reuse standard animations from the main game, including the E3 build. Like the pole animations, unused cues exist to play these animations, complete with sound and particle effects for the loop. It seems Sonic Team never got around to finishing this effort, as the mach speed cue incorrectly calls the S-rank voice line instead of the one it's supposed to play.

Note that the **jump_I** animation is just the lightdash animation rotated 45 degrees.



-

so_hold_throw_l.xnm

Being tossed by Silver's grab all attack. In-game, Sonic just reuses his animation for being held.



-

ta_float_l_Root.xnm



-



ta_hang01_l_Root.xnm

-



ta_hold_l.xnm

Wind and ledge-hanging animations. The hold animation is for being held by Silver's psychokinesis.

Unused main menu animations



-
- `ta_item_l.xnm`
-



`ta_select_s.xnm`

The "item" animations are some sort of selection animations referenced in the .pkg files. The "select" animations are for selecting the character (presumably for multiplayer or single-player mode).



- kn_float_1_Root.xnm
-



kn_hang01_1_Root.xnm



-



kn_hold_l.xnm

-



kn_grind00_l_Root.xnm



•



kn_grindtrick00_I_Root.xnm

Wind and pulley hanging animations. The hold animation is for being held by Silver's psychokinesis. While the grind animations work properly in-game, there's no way to see them under normal circumstances.

Abilities



-
- `kn_punch_store_Root.xnm`
-



`kn_punch_store_I_Root.xnm`

Knuckles has animations that are not in his .pkg file that show his punch was going to have a chargeup function, much like his screwdriver attack.

Unused main menu animations



-
- `kn_item_s.xnm`
-



`kn_item_l.xnm`



-



kn_stand01_l.xnm

Item animations are some sort of selection animations referenced in the .pkg files. Oddly enough, Knuckles does not have any select_s or select_l animations. Knuckles' main menu idle stance can never be seen under normal circumstances.



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sh_123jump_s_Root.xnm



-



sh_123landing00_l_Root.xnm

-



sh_hold_throw_l.xnm



-



sh_hang00_l_Root.xnm

-



sh_hang_jump_Root.xnm



-



sh_float_l_Root.xnm

-



sh_disaster_l_Root.xnm



-



sh_jump_panel_l.xnm

-



sh_jump_twist_Root.xnm



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sh_moonsalt_s.xnm

•



sh_run02_l_Root.xnm

Various gameplay animations are unused for Shadow.

- The **123_jump** animations are for chain jumps in certain sections of Shadow's stages.
- The **hold_throw** is a separate animation for being tossed by Silver's grab all attack during his boss fight.



- The **hang_** animations are from an unused ledge-hanging mechanic similarly to *Sonic Adventure 2*.
- The **float** animation for being carried by wind, while the **disaster** animation is for a section of Shadow's Crisis City where he would be sucked into the flaming tornado.
- The **jump_panel** and **jump_twist** animations are for a unused stage mechanic similar to Sonic's jump ramps from City Escape in *Sonic Adventure 2*.
- The **moonsalt** animation has no clear mentions of what it is used for and its use in the game is unknown.
- The **run02** animation is a generally unfinished animation for mach speed as Shadow or just for going even faster than normal (usually through dash panels).



• sh_edge_attack00_Root.xnm



-



sh_spin_attack_return.xnm

-



sh_chaos_back_Root.xnm



•



sh_roll_stand_Root.xnm

Shadow has some animations for his many attacks in-game.

- The **edge_attack** is for the ground spin kick, but goes unused as the game uses a version of this animation that is split in two.
- The **Spinattack_return** is an animation for the end of Shadow's triple spin-kick, but is unused due to the PKG file only ending on the 3rd kick of the attack.
- The **chaos_back** is a back-flip animation presumed to be for Shadow's unused Chaos Smash attack and was likely for the end of the move.
- The **roll_stand** animation is for hitting objects with your spin-kick much like Sonic's version of the same animation.

Glider



- sh_gldr_ride_boost_l.xnm
-



sh_gldr_boost_l_Root.xnm



-



sh_gldr_fall_I_Root.xnm

-



sh_gldr_start_Root.xnm



-



sh_gldr_landing_Root.xnm

-



sh_gldr_damage_big.xnm



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sh_gldr_damage_light.xnm

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sh_gldr_damage01_Root.xnm



•



sh_gldr_damage02_Root.xnm

Shadow's glider contains a large amount of unused animations due to having two gliders for his stages and the glider being generally unfinished (only one glider is used in-game).

- The **_boost** animations are for boosting with the glider. In-game, Shadow's animation does not change at all.
- The **_fall** is an animation presumably for falling out of the sky with the glider.
- The **_start** animation is for beginning flight when getting onto the glider. Shadow cannot enter the glider at all as the game forces you onto the glider at the start of the level.
- The **_landing** animation is for exiting the glider. Shadow cannot exit the glider in-game as the game does not allow you to leave the glider at any point.
- The **damage** animations are for the glider taking damage at any point. Neither the glider nor Shadow have any animation change when taking damage at all, no matter how much damage it is.

Buggy



- sh_gldr_damage_big.xnm
-



sh_gldr_damage_big.xnm

Shadow's buggy contains a small amount of unused animations used to show damage taken. Shadow does not perform any animations for taking damage in-game.

Bike



- sh_bike_damage_big.xnm
-



- sh_bike_damage_light.xnm
-



sh_bike_jumpU_l.xnm



-



sh_bike_jumpD_l.xnm

-



sh_bike_dash_l.xnm



-



sh_bike_wheelie_l.xnm

Shadow's motorbike contains a small amount of unused animations used to show damage taken and for the bike's abilities. Shadow does not perform any animations for taking damage in-game.

While the bike can be flung into the air through boost ramps, the animations for being in the air are not used to show this. Although Shadow can do a boost dash in-game which also makes the bike do a wheelie, the animations for them never play despite performing the action.

Hover



-

sh_hover_damage_big.xnm



-



sh_hover_damage_light.xnm

Shadow's hover vehicle contains a small amount of unused animations used to show damage taken. Shadow does not perform any animations for taking damage in-game.

Unused main menu animations



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Sh_item_s.xnm

(note: Project '06 uses this exact same animation, but more quicker.)



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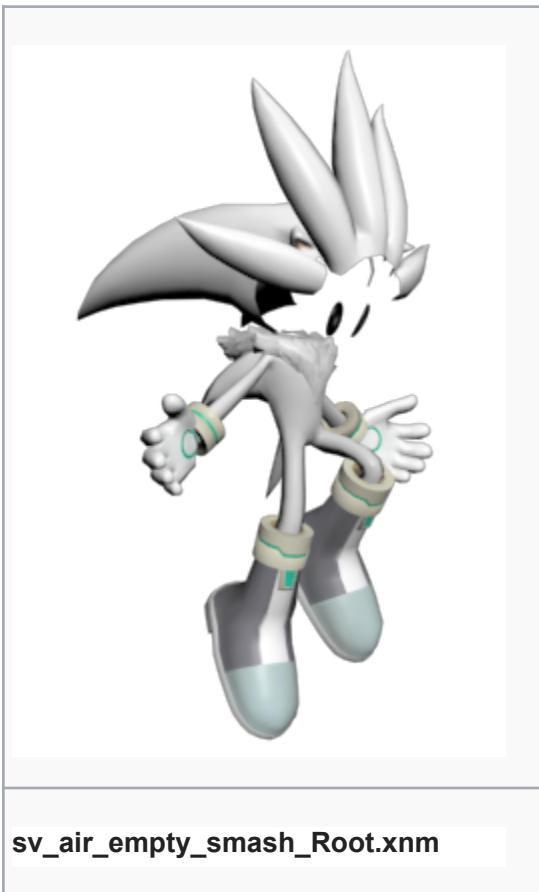
sh_item_l.xnm

-



sh_select_wait.xnm

Item animations are some sort of selection animations referenced in the .pkg files. Oddly enough, Shadow does not have any select_s or select_l animations but rather has a select_wait animation instead. These stances can never be seen under normal circumstances.

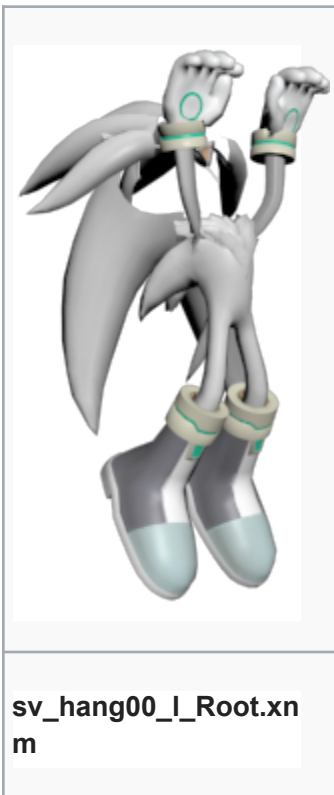


sv_air_empty_smash_Root.xnm

An animation of Silver using the Grab All ability while floating, which goes unused since you can't use the ability in mid-air.



Performing a trick while rail grinding. As mentioned on the main page, a typo in Silver's PKG file prevents this from appearing (it's written as **sv_grindtrick00.xnm.xnm** on the relevant line). Silver's main grinding animation *is* used in multiplayer.



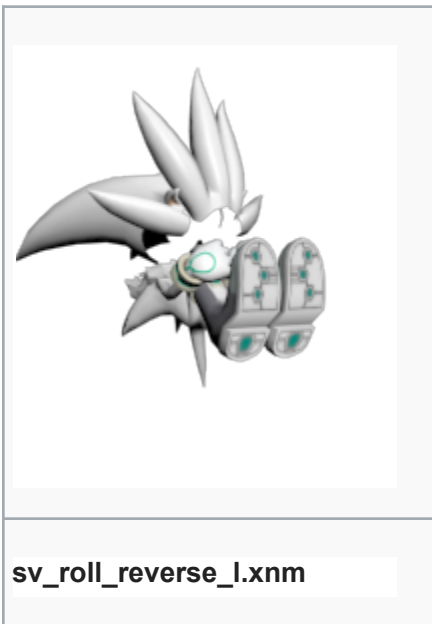
sv_hang00_I_Root.xn
m

For the unused ledge grab mechanic.



	
sv_moonsalt_s.xnm	sv_litofeit_smash_Root.xnm

Both start in the pose Silver holds when using psychokinesis marks on the ground. They both seem to be suitable for some kind of attack that blows away *something* underfoot. Maybe for launching boxes downward?



sv_roll_reverse_l.xnm

Backflip!



sv_psycho_stand_wait_1_Root.x
nm

A very similar animation is used when using the Grab All move, but Silver floats slightly above the ground in that one.



sv_quake_Root.xnm

The final game splits this into looping segments, since the relevant move involves holding the trigger down until something happens. Maybe this was specifically intended for the psychokinesis marks?

MENU



			
sv_item_s.xnm	sv_item_l.xnm	sv_select_s.xnm	sv_select_l.xnm

Two sets of selection animations. They're very similar, simply ending in different poses. Silver is the only main cast member to have both; Sonic and Shadow are missing **select**.



Early Game Icon



This image appears to be an early version of the game's icon. It's located in **system.arc** as **sonicnexticon.png**.

(Note: Project '06 uses this exact same logo.)



E3 Leftovers



THE CUT CONTENT OF SONIC 06

KINGDOM VALLEY

MISSION

⇒ **HEAD FOR A GOAL RING!**



CRISIS CITY

MISSION

⇒ HEAD FOR A GOAL RING!



Two loading screens from the E3 demo can be found in the folder containing results screen assets. They were intended to be overlaid on top of the empty striped box in the upper-left corner. Note that both of them state "Head for a Goal Ring!"

Unused Pause Menu



- maindisplay_pausemenu02.dds

These assets were presumably supposed to be used in place of the retail pause menu, they go unused in **sprite.arc**. Oddly enough, the blue arrow in this image is actually used in-game as the default select icon.

Unused Xbox 360 Controller Icons



- fontpicture.dds

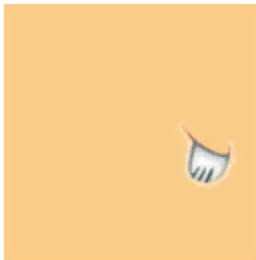


The XBLA demo has the LT and RT trigger icons shaped more like traditional triggers and the LB and RB bumpers are more rounded. Some of these controller icons go unused, due to such buttons not being assigned at all.

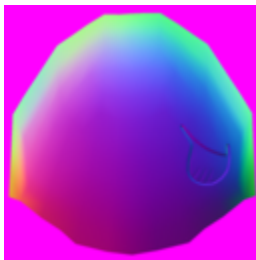
Sonic's Mouth

Sonic usually only has one texture on his mouth in-game, where he grins. However, there exist two more unused expressions that were intended to be used alongside his different facial animations. The first has him smiling more enthusiastically and showing some teeth, similarly to his render in [Sonic Heroes](#). This was intended to accompany the "squinting" animation used during Sonic's run animation and some of his moves. Strangely, the unmapped part of the normal map is wrong - the used file has a light blue instead of this file's magenta. The game still accepts it unmodified, though.

A similar texture was used on Sonic's face in the TGS 2005 teaser for this game.



- `ch_sonic_tex04a_df.dds`



- `ch_sonic_tex04a_nw.dds`

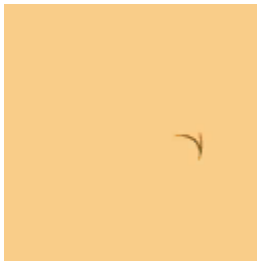


-



ch_sonic_tex04a_sp.dds

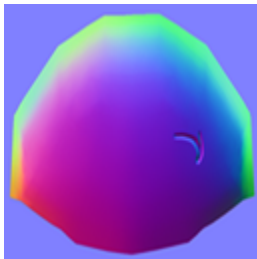
The second expression is for frowning. It's very similar to Shadow's mouth texture, but he uses the one in his own archive. This was intended for Sonic's idle animation.



-

ch_sonic_tex04b_df.dds

-



ch_sonic_tex04b_nw.dds



-



ch_sonic_tex04b_sp.dds

Multiplayer



-

e_battle_result2.dds



•



battle_result2_English.dds



•

1st 2nd
3rd 4th



battle_result_English.dds

📺 Sonic The Hedgehog 2006 - Multiplayer Battle Result (Unused)



tag_character.xncp

Several graphics related to an early version of multiplayer mode. Note that these graphics go up to four players, but the final game's multiplayer only allows 2 players and only lets you pick between three characters (Sonic, Shadow, and Silver), implying more characters (such as the various "amigo" characters) were able to be picked earlier in development.

Unused Icons/Rainbow Gem



gem.dds

Some of these HUD icons are not used in the game. The first 7 gems are normally obtainable, however the rainbow-colored one is not. (Note the rainbow gem allows the player to go super, only for it to be scrapped. Project 06 reuses this exact same gem for its exact same use.) A reference to it can still be found in the final game's text file for the shop, stating "??? : You'll need to buy it to see what it does!"

Originally, there was going to be a Gem that could be purchased at the store which would allow you to play as Super Sonic in more than just the final stage (similar to how it was in [Sonic 2](#), [Sonic 3](#), and [Sonic & Knuckles](#) whenever all seven Chaos Emeralds were collected).

The item can still be accessed through hacking, but isn't fully functional. All it does is make Sonic perform a transformation animation and float in place for a few seconds, with no effect otherwise.

The icons that clearly don't fit in a texture named **gem.dds** are more fit for collectibles or missions:

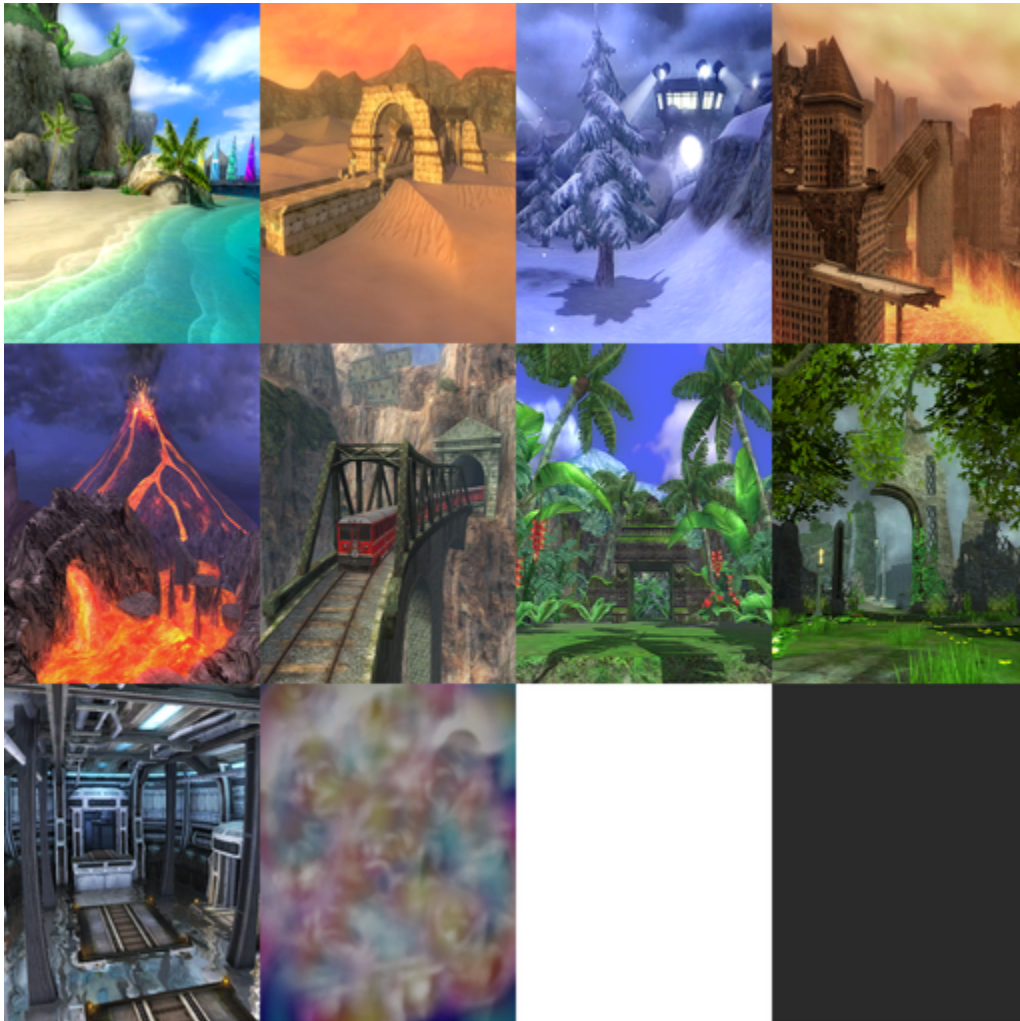
- There's an unused HUD element that acts as a counter for Bronze Medals, despite actually using the Silver Medal icon seen here.
- The blue arrows could suggest a lap count for races.



- The flat shaded ring could be for pass rings in missions.
- The head could be related to NPCs that the player must guide.
- The dog could be related to dogs that the player must guide.
- The "E" would've been used for multiplayer as an enemy counter.
- The star could be related to the Goal Ring, as it uses the exact same shape and shading as the one seen inside its model.



Unused Warp Gate Images

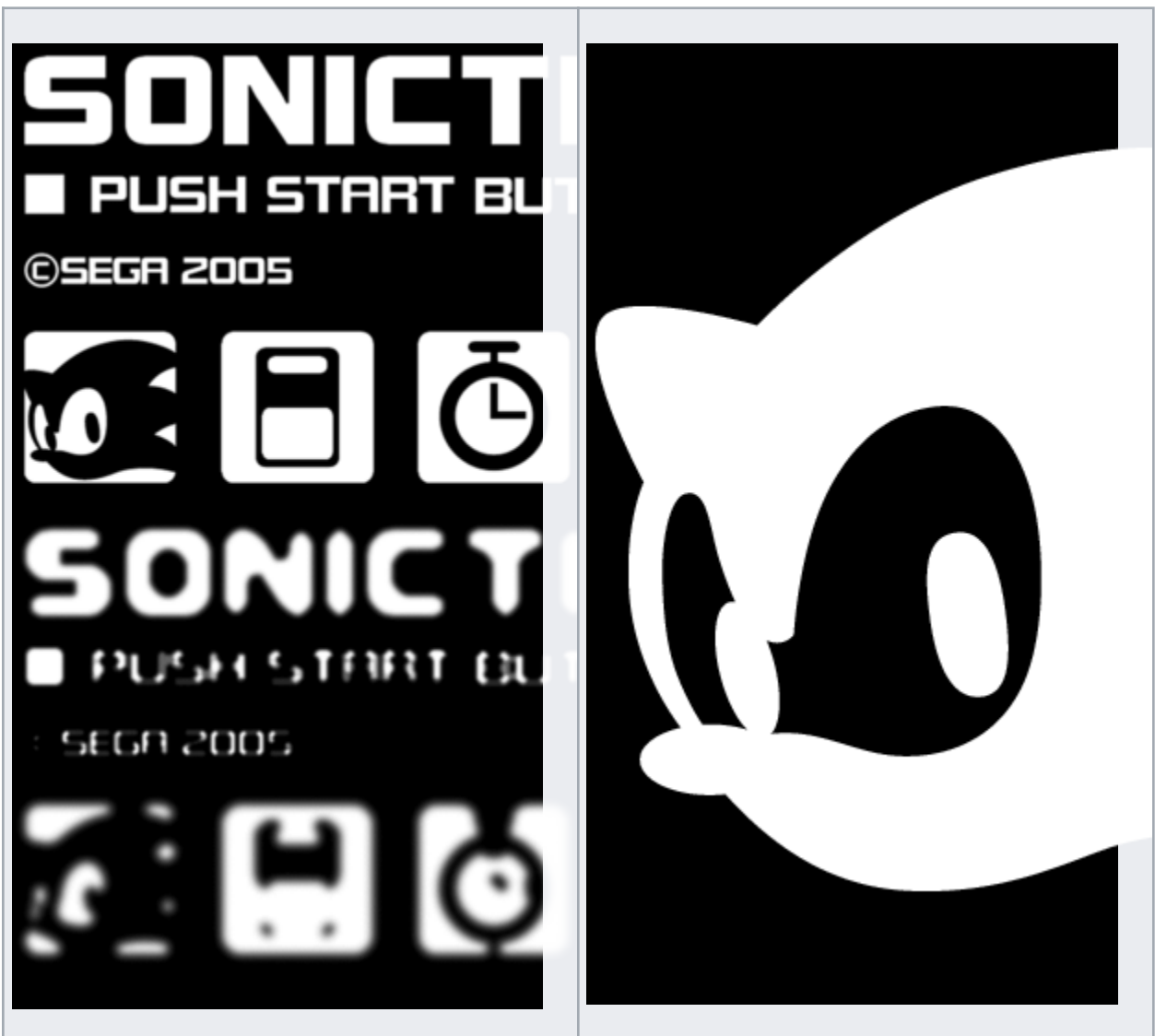


• twn_warpgate03A_dfxx_d.dds



These images are displayed on the warp gates that appear on the Soleanna map, among which are levels that do not have warp gates, such as Crisis City and Flame Core, barring the normally inaccessible non-functioning ones in the early New City.

Unused Menu Graphics





These images were basically stapled to the bottom of **title.xncp** (XNCP being a UI layout and animation format) - the first image shows a sprite sheet for a menu with a copyright date of 2005, speculated to be used at Tokyo Game Show 2005. The second image shows a graphic of Sonic's head, which would appear at the bottom-right of the screen as a decal - recolored to blue by the XNCP.

(Source: Original TCRF research)

Unused Temporary Particle



-

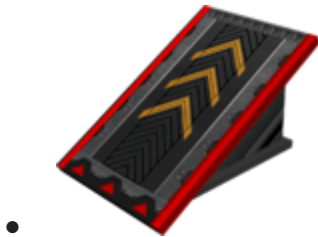
kari_tex.dds

This particle texture is located with all the others. As suggested by the file name and the symbol in the texture, this was only "temporary" before they opted for seemingly something else. There is a used texture called **ef_st_flare016_00.dds** which is essentially identical, but red and missing the symbol.



Unused objects

jumpboard



•
jumpboard

A jump ramp similar to the one later used in *Sonic Unleashed* and onwards. Unlike the "jumppanel", which launches you at a set speed, this launches you at variable speeds depending on the speed you run into it at, just like in *Unleashed*. This heavily implies this was meant to be introduced in 06, but was scrapped for reasons unknown. Although it's not seen normally, it is placed out of bounds in Silver's Radical Train.

Curved jump panel

There's an unused variation of the jumppanel that curves up, rather than going straight. It functions identically to the regular jump panel.

download_obj



-
-



A collectable object that can load asset packages and play a hint clip upon being collected. This object is only used in set_test003.set, taking the form of a present. When interacting with the object, Sonic says "The crest of Soleanna and an eagle... I see."



Wave ocean

Parasol Variations

While the parasol is used, it has several color variations that do not get used. This includes white, orange, purple, pink, green, and cyan.

<https://www.youtube.com/watch?v=D5muayGaCww>

Dusty Desert

Damaged Billiard Balls

There's an unused damaged version of the billiard balls. Although unknown where it would've been used, it may have been used when the billiard reaches 0.

📺 SONIC THE HEDGEHOG (2006) ~ Unused DusTy Desert objects

White Acropolis

Damaged Snowballs

While the snowballs are used, there's an unused damaged version. The snowballs may have originally required several hits before breaking apart.

<https://youtu.be/-WCn71xzaBc>

Crisis City



pipes

Similar to the regular "pipe" object, this is a bundle of them. The collision on it is a bit wonky, but is otherwise functional. It also has a broken version, where each pipe separates.

<https://youtu.be/xZQD4yU41ik>

Flame Core

SONIC THE HEDGEHOG (2006) ~ Unused FLame Core objects

Radical Train

switch

An unused lever model. It's non-functional, but may have been planned to be used instead of the regular switches in this stage.

<https://youtu.be/i2sKmJ9cb3Y>

Tropical Jungle

<https://youtu.be/yyNZS2mbxVM>

Kingdom Valley



gate

An unused door. Unlike the regular door that rises up, this one swings open. It doesn't actually fit any doorways in the stage. It does however fit the doorway of the castle in the Forest hub. It's likely it may have been planned to be used there, as that area is otherwise empty. The model can be found alongside other common object models. Funnily enough, it fits the doorways in Dusty Desert as well.

barreddoor

Similar to "gate", but this one can instead be attacked to open.

robustdoor

An unused door that uses bars. Weirdly enough, the model is called "cage", yet it's located in the "barreddoor" folder alongside other common objects. There's also a robustdoor.pkg listed alongside both the CMN and KDV objects.

<https://youtu.be/YSp5Bu94OWA>

common_windcollision

A volume that creates powerful wind to blast the character into the air depending on the parameters. This object is only used in Kingdom Valley, and it was deactivated in the retail game for unknown reasons. [Its only appearance is in the E3 demo](#), potentially acting as a safety net for new players.

<https://youtu.be/xIEIS55vIWl>



Aquatic Base

<https://youtu.be/kwoKWxAxIhQ>

Town Objects

domino

Unused domino gimmick. It's fully functional, and would've been used in a scrapped mission.

ball

Similar to the billiard balls in Dusty Desert, the hubs would've had it's own version. Would've been used in a scrapped mission.

<https://youtu.be/8nTMdwf6LrA>



Network Shop Text

Found in msg_shop.e.mst. The *"??? You'll need to buy it to see what it does!"* line refers to the Rainbow Gem, which would allow the player to turn Super. Silver was at one point supposed to be able to buy the Speed Chip item to increase his maximum speed. Music from previous games also looked like it was once purchasable, though the names for the tracks themselves don't seem to be present. This concept was later seen in [Sonic Generations](#). This text file can only be found in the English text folder of the game, and the files for the music are nowhere to be seen.

Allows you to use the "Light Dash." By using the Light Dash, you can move quickly through a trail of Rings.

Allows you to use "Sliding." By sliding, you can attack enemies while moving.

Allows you to use the "Bound Jump." This lets you jump to higher places and attack below you.

Allows you to use the "Tornado" custom action. Creates wind to attack surrounding enemies.

Allows you to use the "Slow" custom action. Slows the flow of time in the immediate area.

Allows you to use the "Mach Speed" custom action. Enables you to do a Supersonic Boost Dash.



Allows you to use the "Homing Smash" custom action. Enables you to stop in midair, and do a Homing Smash Attack.

Allows you to use the "Gun Drive" custom action. Enables you to throw a Gem and teleport to that location.

Allows you to use the "Thunder Guard" custom action. Defends against attacks while attracting nearby Rings.

Allows you to use the "Scale" custom action. Changes Sonic's size.

??? You'll need to buy it to see what it does!

Allows you to use the "Light Dash." By using the Light Dash, you can move quickly through a trail of Rings.

"Chaos Boost Level 1." During the boost you will be granted "Chaos Snap," an upgrade to Chaos Attack and Chaos Smash.

"Chaos Boost Level 2." During the boost you will be granted "Chaos Lance," an upgrade to Chaos Spear.



"Chaos Boost Level 3." During the boost you will be able to activate "Chaos Blast."

Allows you to use "Hold Smash." This allows you to throw what you have grabbed in a single throw.

Allows you to use "Grab-All." This allows you to grab things in a wider range.

Press the \$ button twice quickly to perform "Teleport Dash." This allows you to do instantaneous Teleport Dashes.

Hold the \$ button during jump to perform "Psychoshock." This allows you to stun nearby enemies and grab them.

Allows you to "Speed Up." This increases your movement speed.

A 1-up item.

"Sonic Adventure" music

"Sonic Adventure 2" music



"Sonic Heroes" music

"Shadow The Hedgehog" music

"Sonic The Hedgehog" music

"Sonic The Hedgehog 2" music

"Sonic The Hedgehog 3" music

"Sonic & Knuckles" music

"Sonic 3D Blast" music

"Sonic R" music

"Sonic Riders" music

"Sonic Adventure" music, part 2

"Sonic Adventure" music, part 3



"Sonic Adventure 2" music, part 2

"Sonic Adventure 2" music, part 3

"Sonic Heroes" music, part 2

"Sonic Heroes" music, part 3

"Shadow The Hedgehog" music, part 2

"Shadow The Hedgehog" music, part 3

"Sonic The Hedgehog" music, part 2

"Sonic The Hedgehog" music, part 3

"Sonic The Hedgehog 2" music, part 2

"Sonic The Hedgehog 2" music, part 3

"Sonic The Hedgehog 3" music, part 2



"Sonic The Hedgehog 3" music, part 3

Light Chip

Antigravity

Bounce Bracelet

Green Gem

Red Gem

Blue Gem

White Gem

Sky Gem

Yellow Gem

Purple Gem



Rainbow Gem

Air Chip

Memory Shard (blue)

Memory Shard (red)

Memory Shard (black)

Single-Layered Extreme

Power Bracelet

Heart of Wind

Shock Bracelet

Speed Chip

Extend



Music 01

Music 02

Music 03

Music 04

Music 05

Music 06

Music 07

Music 08

Music 09

Music 10

Music 11



Music 12

Music 13

Music 14

Yes

No

Product

Price

World Ranking Text

Found in msg_network.j.mst. This text file appears to contain leftovers from a World Ranking function, which seems to have been cut pretty early on. This file can only be found in the Japanese text folder of the game.

タイム/スコア切り替え (Time/Score Conversion)

フレンド (Friend)

WORLD RANK



MY RANK

WORLD RANKING

MY RANKING

1ST MISSION

2ND MISSION

3RD MISSION

4TH MISSION

5TH MISSION

Main Menu Text

Found in msg_mainmenu.e.mst, a lot of this text has many, *many* curious mentions of things that are not found in the final game, including the NETWORK, DOWNLOAD and Xbox Live options, a Mission Mode and additional episodes with Super Sonic/Shadow/Silver and Metal Sonic (who is of particular note as he doesn't appear in the game *at all* otherwise) listed as available characters, as well as a "super hard" additional mission pack ("very hard" eventually made into Very Hard Mode DLC), among other things.



● Review Build



-



Proof of concept (360)

-



Proof of concept (PS3)

-



Retail Build

PROGRESS

LAST PLAY AREA

Last Played Area

FILE SELECT

MAIN MENU

SINGLE PLAYER



MULTIPLAYER

NETWORK

EXTRAS

OPTIONS

EPISODE SELECT

TRIAL SELECT

GOLD MEDAL RESULTS

ACT TRIAL

TOWN TRIAL

TAG

TAG SELECT

TAG STORY

TAG TRIAL

TAG TRIAL SELECT

BATTLE

RULE SELECT

AREA SELECT

RANKING

DOWNLOAD

AUDIO ROOM

THEATER ROOM

Xbox Live



NEW!

CHARACTER SELECT

Single Player: For one player

Multiplayer: 2 player mode

Xbox Live: View score and time rankings

Network: Download content and view rankings

Extras: Listen to music and view event movies

Options: Adjust various game settings

Episode Select: Play through the storyline

Trial Select: Play stages you have cleared

Gold Medal Results: Displays list of Gold Medals collected

Tag Story: A special two-player story

Tag Trial: Challenge previously-cleared missions with two players!

Rankings: Check your rank

Download; You can download additional game content

Network: You can check rankings and download content

Xbox Live: Connect to Xbox Live and check rankings

Play the Sonic The Hedgehog Episode

Play the Shadow The Hedgehog Episode

Play the Silver The Hedgehog Episode

Play the Last Episode

ACT Trial: Choose a Stage and play!



Town Trial: Choose a Town Mission and play!

Please select a Player

Please select a Stage

Play Sonic The Hedgehog Missions

Play Shadow The Hedgehog Missions

Play Silver The Hedgehog Missions

Play the Last Episode

Play Miles "Tails" Prower Missions

Play Knuckles The Echidna Missions

Play Rouge The Bat Missions

Play E-123 Omega Missions

Play Amy Rose Missions

Play Blaze The Cat Missions

Play Super Sonic Missions

Play Super Shadow Missions

Play Super Silver Missions

Play downloaded Character Missions

Play Metal Sonic Missions

Play ??? Mission.

Please select a Mission

Tag: Work together and head to the goal!

Battle: Reach the goal first!



CONTINUE

NEW GAME

Continue previous game

Start new game

Select a character

End Credits

Ending

Theater Room: View story events

Theater Room: Watch CG movies

Soleanna Castle Town

Soleanna New City

Soleanna forest

Audio Room: Check out the game's music

Select the track you want to hear

Audio Room: You can listen to different sounds

MUSIC

SE

Please select a wireless controller to use.

Please select a wireless controller.

Please select Xbox 360 Controller to use.

Please select Xbox 360 Controller.

Join the game!



Press \$ button to enter.

Start new game.

Continue

Please select character to play.

Please select a stage to play.

Multiplayer: 2 players mode.

Tag: Work together and head to the goal!

Battle: Compete each other's speed.

Battle: Reach the gold first!

Reach the goal first!

Connecting to Xbox Live.

Connected to Xbox Live.

Failed to connect to Xbox Live.

Please check your connection.

If you save a new tag game, your old tag game data will be overwritten.

Is this okay?

Soleanna Town

Display Gamer Profile

GamerProfile

Quit Mission

Interrupt



Change storage device

Select storage device

Last Save Time

LAST SAVE TIME

Total Play Time

???????

?????

Play Miles "Tails" Prower Episode

Play Knuckles The Echidna Episode

Play Rouge The Bat Episode

Play E-123 Omega Episode

Play Amy Rose Episode

Play Blaze The Cat Episode

Play Super Sonic Spisode

Play Super Shadow Episode

Play Super Silver Episode

Play Download Character Episode

Play Metal Sonic Episode

Play ??? Episode

SONIC THE HEDGEHOG Demo

SONIC THE HEDGEHOG Preview Version (720p)

SONIC THE HEDGEHOG Preview Version (480p)



SONIC THE HEDGEHOG Theme

Sonic's Theme

Shadow's Theme

Silver's Theme

Tails' Theme

Knuckles' Theme

Rouge's Theme

Omega's Theme

Amy's Theme

Blaze's Theme

Dr. Eggman's Theme

Metal Sonic's Theme

Soleanna's Theme

Memorial Sonic's Theme

SONIC THE HEDGEHOG Icon

Sonic Icon

Shadow Icon

Silver Icon

Dr. Eggman Icon

Metal Sonic Icon

Soleanna Icon

Memorial Sonic Icon



Sonic All Icon Set

Additional Mission Pack "Sonic/Very Hard"

Additional Mission Pack "Sonic/Super Hard"

Additional Mission Pack "Sonic/Extra"

Additional Mission Pack "Shadow/Very Hard"

Additional Mission Pack "Shadow/Super Hard"

Additional Mission Pack "Shadow/Extra"

Additional Mission Pack "Silver/Very Hard"

Additional Mission Pack "Silver/Super Hard"

Additional Mission Pack "Silver/Extra"

Additional Mission Pack "Very Hard All"

Additional Mission Pack "Super Hard All."

Additional Mission Pack "Extra All"

Additional Episode "Tails"

Additional Episode "Knuckles"

Additional Episode "Amy"

Additional Episode "Blaze"

Additional Episode "Rouge"

Additional Episode "Omega"

Additional Episode "Metal Sonic"

Additional Mission Pack "Tails"

Additional Mission Pack "Knuckles"



Additional Mission Pack "Amy"

Additional Mission Pack "Blaze"

Additional Mission Pack "Rouge"

Additional Mission Pack "Omega"

Additional Mission Pack "Metal Sonic"

Sonic The Hedgehog redefines his trademark speed for the most intense, high-velocity adventure yet!

SONIC THE HEDGEHOG Preview Version (720p)

SONIC THE HEDGEHOG Preview Version (480p)

Title Theme of "SONIC THE HEDGEHOG"

Sonic The Hedgehog's Theme

Shadow The Hedgehog's Theme

Silver The Hedgehog's Theme

Dr. Eggman Boss Theme

Metal Sonic's Theme

King Soleanna and Elise's Theme

Sonic 15th Anniversary Theme

SONIC THE HEDGEHOG Title Icon

Sonic, Tails, and Knuckles Icon

Shadow, Rouge, and Omega Icon

Silver, Amy, and Blaze Icon

Eggman and Boss Icon



Metal Sonic Icon

Elise and King Soleanna Icon

A set of all SONIC THE HEDGEHOG icons

You can play a new set of very hard missions for Sonic.

You can play a new set of super hard missions for Sonic.

You can play a new set of extra missions for Sonic.

You can play a new set of very hard missions for Shadow.

You can play a new set of super hard missions for Shadow.

You can play a new set of extra missions for Shadow.

You can play a new set of very hard missions for Silver.

You can play a new set of super hard missions for Silver.

You can play a new set of extra missions for Silver.

You can play a new set of very hard missions for Sonic, Shadow, and Silver.

You can play a new set of super hard missions for Sonic, Shadow, and Silver.

You can play a new set of extra missions for Sonic, Shadow, and Silver.

You can play an additional episode for Tails.

You can play an additional episode for Knuckles.

You can play an additional episode for Amy.

You can play an additional episode for Blaze.

You can play an additional episode for Rouge.



You can play an additional episode for Omega.

You can play an additional episode for Metal Sonic.

You can play additional missions for Tails.

You can play additional missions for Knuckles.

You can play additional missions for Amy.

You can play additional missions for Blaze.

You can play additional missions for Rouge.

You can play additional missions for Omega.

You can play additional missions for Metal Sonic.

In all language versions of msg_gold_results.x.mst (where x is the language version, like e for English), there are extra unused entries in the gold medal list for other characters

```
{
  "Name": "msg_tails_c",
  "Text": "Miles \"Tails\" Prower's Gold Medal list",
  "Placeholders": null
},
{
  "Name": "msg_knuckles_c",
  "Text": "Knuckles The Echidna's Gold Medal list",
  "Placeholders": null
},
```




```
{
  "Name": "msg_rouge_c",
  "Text": "Rouge The Bat's Gold Medal list",
  "Placeholders": null
},
{
  "Name": "msg_omega_c",
  "Text": "E-123 Omega's Gold Medal list",
  "Placeholders": null
},
{
  "Name": "msg_amy_c",
  "Text": "Amy Rose's Gold Medal list",
  "Placeholders": null
},
{
  "Name": "msg_blaze_c",
  "Text": "Blaze The Cat's Gold Medal list",
```

Early DLC Names



The downloadable content that adds extra episodes to the main menu, such as; Team Attack Amigo, Sonic Boss Attack, Shadow Boss Attack and Silver Boss Attack have their own unique message tables which contain the names that show up for the episodes. All four of these have two extra text entries for early/test names before they decided on the final.

msg_dl0030_title.e.mst from Team Attack Amigo

- TeamAttackAmigo
- AmigoTeamAttack
- TeamAmigoAttack

msg_dl4562_title.e.mst from Sonic Boss Attack

- BossAttackSONIC
- TownTrialTest1
- TownTrialTest2

msg_dl4563_title.e.mst from Shadow Boss Attack

- BossAttackSHADOW
- test1
- test2

msg_dl4564_title.e.mst from Silver Boss Attack

- BossAttackSILVER
- test1
- test2

Other Unused Text

Found in msg_system.e.mst. Note the presence of difficulty options, experience points, and the mentions of "Rainbow Gem" and "Super Form," once again confirming that the gem would allow the player to turn into Super Sonic/Shadow/Silver within the levels. It also seems that *Sonic Adventure 2*-style goals were once meant to be part of the game, as well as a mode



where the player has to get to a new Goal Ring located elsewhere in the level. The \$ sign is a variable; it can mean anything.

Tornado

Slow

Mach Speed

Gun Drive

Thunder Guard

Scale

Homing Smash

Super

???

Custom

Light Chip

Anti-Gravity

Bound Bracelet

Power Bracelet

No equipment

Green Gem

Red Gem

Blue Gem

White Gem

Sky Gem



Yellow Gem

Purple Gem

Rainbow Gem

LV. 1

LV. 2

LV. 3

LV

LEVEL

EXP.

EXPERIENCE POINT

Attack surrounding enemies by stirring up a whirlwind

Slows time down in the immediate vicinity

A sonic-speed Burst Dash

Come to a midair stop and then attack with a Homing Dash

Teleport to where you have tossed the gem

Protects against enemy attacks and pulls in Rings

Sonic transforms into a larger size

Super Form

Customize

EASY

NORMAL

HARD



VERY HARD

SUPER HARD

ULTIMATE

Get to the Goal Ring!

Get to the goal within \$ minutes!

Collect \$ Rings!

Defeat all enemies!

Wipe out all enemies!

Get to the goal within \$ minutes!

Collect \$ Rings!

Find \$ Chao!

Find the Goal Ring!

Get to the new Goal Ring!

Clear the minigame!

Clear hard mode!

SONIC UNUSED HINTS

I can go down here.



Tails!

Leave it to me!

Uh oh! Gonna crash!

Wooaaah!

It looks like I can grind on that.

If I take damage when I don't have any Rings, that's it! I gotta make sure I hold onto some Rings!

If I use that power, I think I can break this.

It looks like that container will explode... I gotta be careful when I break it.



That container will emit a flash of light when opened. If I use it right, I can freeze enemies with it.

It looks like I can grab the handle to move.

It looks like I can replenish the energy of my custom shoes with the Chaos Drives from my enemies.

It looks like I can replenish the energy of my custom shoes with the Light Cores from my enemies.

The switch to open that cage should be around here somewhere...



Hey there!

These guys never learn. Let's go!

I'll get rid of them all!

The Homing Smash can blow away whole groups of enemies.

The Homing Smash can crush enemy defenses and barriers.

Those missiles home in on you, and they explode on impact. If they lock on, I've got to shake them.

The Laser Shots are fast. I've got to dodge at the same time they're fired!



THE CUT CONTENT OF SONIC 06

They'll charge in without warning. I've got to jump out of the way, then counterattack.

Normal attacks won't work against the shield. I've got to attack when the defenses drop.

If I do a Homing Attack on that robot, I'll be able to reach the other side.

Normal attacks won't work while the barriers are in place. I've got to attack the instant the defenses are lowered.



If he notices me, it'll be a pain. I've got to take him out before he sees me.

I can't attack enemies if I can't see 'em. I've got to wait 'til they show themselves.

That robot will toss bombs from the walls. I've got to watch out!

Its armor is too strong for regular attacks... But I might be able to do some damage if I turned it over.

It looks like it's equipped with heavy weapons, but those legs look pretty fragile.



It's hard to attack while it's up in the sky. It'll be easier to deal with when it charges in.

When it's lost both arms, that's my chance. It's got no balance, so I can knock it down easily.

I've got to watch out! Those things will crawl along the walls and ceiling, then jump suddenly!

When it opens its mouth, that's my chance. I've got to dodge, and counterattack.



I've got to be careful if it goes underground, cause it'll burst forth to try and surprise me!

I guess I'll just get rid of these guys first.

Leave it to me!

Uh oh. How about a little help?

Thanks!

There are 6 emeralds left. Hurry!

There are 4 emeralds left. Let's get moving!

Eggman's attacks are getting worse. Don't let them do you in!



Piece of cake! Let's do this again sometime.

We'll have to work together here.

Thanks, Shadow!

I can't believe I got caught in a trap. I'm counting on you, Shadow.

I'll take you all on!

There they are!

Hey, you're late.

**phew* Nice job*

This piece of junk... We'd be better off without it, wouldn't we?



Whoa.

Silver... It's all yours!

No! We can't be stuck here.

Riding the wind brings back fond memories!

Woo-hoo!

Whew! That was close.

Elise... Hang in there.

Soleanna's ocean is so beautiful.

Tails, we don't have time for that. Let's hurry!



It looks like I can grab that vine with the fruit with a Homing Attack.

I might be able to ride this turtle.

There's a route here.

If I can move without being caught by the searchlights, I'll be able to get to Eggman faster.

Now that's a big snowball.

Okay, let's head straight to Eggman's base!

Dang, there's no time. Let's keep going.

It looks like I can jump from there.



Watch out! It's going to blow up!

This lamp post... Maybe I can swing off of it?

Here comes a billboard!

Shadow, don't be late!

Shadow...

Okay, let's blast through here!

Hang on, Shadow.

It's gonna blow!

Eggman! Grrr... I'd better go help...! Gotta hurry!



THE CUT CONTENT OF SONIC 06

If I slide, I can squeeze through.

I'll take all of you on!

Hey guys, maybe we'll do this again.

YES!

All right, you're going down!

If I just attack from the front, I'll get caught by that strange power. I've got to find an opening.

I can't let that strange power hit me... I've got to use Homing Attacks on the things he throws to close in on him.



The attacks from the ground are a pain to avoid, but if I can evade in midair, I might find an opening to attack.

Guh... Not bad!

You... Who are you?

All right! I don't know who you are, but you're no match for me!

OK!

Maybe I'll go to the Castle Town.

Maybe I'll go to the forest.

I'll head to the New City!



I don't think I should go there yet...

Maybe I'll talk to some people in the town...

Maybe I'll go to the store...

I think I should look around here some more.

Aquatic base?

It looks like it's information about Eggman's secret base.

Elise... I'll save you this time!

All right, Tails! Let's race to the bell!

Nice try, Tails!



You're the one that did it!

Not going to give up, are you? All right, I'll take you all on!

I better get going soon...

yawn

The crest of Soleanna and an eagle... I see.

Elise...

They're coming! Let's hurry!

Elise, are you ready?

What's Eggman plotting?



Eggman sure built himself a huge base.

This is terrible...

I've got to help him!

If we take too long it'll collapse!

**phew* It sure is hot here.*

That cave is huge...

We don't have time to stand around!

There's no time. I've got to hurry!

Shadow was swept up into the tornado. I've got to help him!



AMY UNUSED HINTS

Oh no! I'm getting sucked in!

Oh, no! That weird rift is growing!

The rift is gone... We've got to hurry now!

I'm going to win for sure!

Yeah!

Good job!

Silver, your power can become a Shield of Light! If you trap your opponent in the green light, you can attack him directly!

Do you want to go to the Castle Town?



Do you want to go to the forest?

Do you want to go to the New City?

I don't think you should go over there yet...

Do you want to talk to the people in the town?

Do you want to go to the store?

Do you wanna look around some more?

Did Sonic really head to the desert? Silver, do me a favor and help me find my target first!

The mayor isn't here? I wonder where he went... What should I do, Silver?

Oh no, Silver! Eggman's robots are breaking down the gate! You can do something, right?

You stay put. I'll take them all down!



Aaah! What're you doing, Silver?

Sonic... I hope I can give this to him the next time I see him...

Are we going to rest much longer?

We've gotta do our best!

I'll find you, Sonic! No matter what!

ELISE UNUSED HINTS

Let's try going up here.

Let's try going down here.

Sonic!



What's this doing here?

We're going to crash!

Jump!

Aaah!

Ah!

It looks like you can jump up and grind there.

That cage is being protected by the surrounding enemies. You have to defeat them first.

Shouldn't there be a switch around here that opens this cage?



That door is being protected by the surrounding enemies. You'll have to defeat them!

It's probably best to destroy these robots first.

You might be able to knock down that fruit.

Sonic! Look down!

Ahhh!

Ahhh!

Don't get caught up in this Sand Wave.

This ball counts down every time you touch it.



When I'm with Sonic, I feel stronger somehow.

Ahhh! Sonic!

Yes.

Sonic!

Watch out!

Nooo!

Sonic! For now, let's run into the jungle over there!

Are you tired?

Please, take your time.

My heart is racing...



It's so pretty here...

This design... It looks like it's from Soleanna.

Unused level layouts

TGS 2006 leftovers

Surprisingly, all three layouts for the Tokyo Game Show 2006 version of Kingdom Valley are on the disc. Sonic's seems to be identical to the XBLA demo, while Shadow's showcases some alternate hints.

Early Levels

<https://youtu.be/QxaIJJSOaNg>

Using a glitch, Sonic can access the blocked portion of Soleanna Castle Town and enter Soleanna Forest before the Wave Ocean level. Doing so reveals several oddities:

- Double sets of doors are found in several locations, including the entrance to the Forest, that can only be seen by clipping through walls.



- The Forest itself spawns a multitude of signs, including the "no" symbol, checkered strips, stop signs, and speed limit designations. The former two have layering issues. Interestingly, the checkered strips are used in a sidequest (although positioned incorrectly), and both the stop sign and speed limit signs are subject to physics and can be destroyed with homing attacks. Only the stop sign is unused, but both it and the speed limit signs are a remnant of the cars planned for New City (see below).
- No other objects are loaded, suggesting that this may have simply been a test layout.

New City

▶ [Sonic the Hedgehog 2006 - New City with different objects and an ...](#)

▶ [How enter an early Soleanna New City. Sonic The Hedgehog 2006...](#)

Using a glitch, Shadow can access New City before the Dusty Desert level is unlocked, when it is normally blocked off. Doing so reveals an early version of New City with several oddities:

- Vehicles that drive around. However, their AI is unfinished, and they often drive into buildings.
- A town mission that isn't available anywhere else in the game.
- Crisis City and Flame Core warp gates (in the normal game, these two levels don't have warp gates), however they cannot be entered.
- A pigeon NPC called Hatsun, normally only seen after Silver's ninth town mission, that the player can speak to. The brooding little creature has but one thing to say: "Coo..."

▶ [Sonic the Hedgehog '06 - Hatsun](#)

Unused hard mode layouts



Three unused layouts for hard mode exist in the game's files which can be seen on the side; it's unknown why these went unused as most stages in the final have hard mode equivalents.

<https://youtu.be/Mm9wvgkSRkU>

<https://youtu.be/yXVTj99ZFuc>

📺 Wave Ocean: Blaze - Unused Hard Mode (Sonic the hedgehog 2006)

Unused level sections

📺 Dusty Desert: Sonic - Unused Section B (Sonic the hedge...

An unused layout file for the B section of Sonic's Dusty Desert, though it doesn't quite align with the stage model correctly. In the final game, only Shadow goes through both sections. Sonic's stage is rather short and would have benefited from another section.

Dusty Desert "A" Section - Silver

https://youtu.be/akM_VvFtml8

Mirroring Sonic's unused layout for this level, Silver has an unused layout file for the A section. Silver does actually go through part of the A section during End of the World, but that uses a different layout.



Dusty Desert "C" Section - Sonic/Shadow

<https://youtu.be/9fT2HCstZO0>

The game contains a layout file with the name `dtd_c_sonic`, a set layout for a completely unused section, as well as a scene file that controls the bloom and lighting for Shadow, called `scene_dtd_c_shadow`, and it calls for the same lighting used in the first section, however no terrain or collision seems to exist. It's possible to load it into Silver's unused Dusty Desert A section, but trying to load it into Sonic's will cause issues. Unlike Crisis City Section D below, Dusty Desert's section C spawns mostly within the boundaries of section A. There's even a few points in the path that match up to various parts of section A, including split paths, a wall-running section, and a tower climb, though nothing in the stage and the set file matches up quite properly, with what appears to be the end of the level almost always being out of bounds.

White Acropolis "C" Section - Sonic

Perhaps even more elusive than both Dusty Desert C and Crisis City D is White Acropolis C. There is nothing leftover from when the section was in development except for a lua in `scripts.arc/scripts/stage/wap` called `c_sonic.lua`. Section C is also called in the file `sonic.lua` in the same folder. It uses an entirely different format than other stage files. You can read the contents of the file [here](#). sadly, that seems to be all that remains of White Acropolis section C.

Crisis City "D" Section - Sonic



▶ Sonic 2006 Crisis City Unused Layout

The game contains a layout file with the name `csc_D_sonic`, and it is possible to load it into the second section of Crisis City, but the objects spawn far off from the stage's starting point. The actual terrain and collision files that went with this have long since been removed or edited into something that no longer matches up with this. The presence of a planned but scrapped section to Crisis City would explain the XMA file oddities it exhibits.

(this section has been restored has been showcased in many mod videos on youtube)

test_enemy - Shadow

▶ Test Level: "test_enemy" - Shadow (SONIC THE HEDGEHOG 2006)

A test level that can be loaded by modifying internal files, which can be downloaded for Xbox 360 in the video's description. It's intended specifically for Shadow and is in a directory containing other test levels. The actual stage mesh doesn't exist, so the one in the video was recreated based on the collision map, and this is included in the download. The area itself contains vehicles, a grind spline, and a few item boxes, in addition to enemies.

Crisis City E3 Layout - Silver

▶ Crisis City: Silver - E3 object layout (Sonic the hedgehog 2006)

The layout used at E3 2006 for Silver's Crisis City is still present on the disc, one of the surprisingly few E3 leftovers.



Unused abilities

Edge Grab

Most of the characters were meant to be able to grab ledges, as can be done in [Sonic Adventure 2](#) and [Shadow the Hedgehog](#). However, the coding for this move isn't finished and thus doesn't work properly.

Gravity Jump Dash

Sonic's gravity-based Jump Dash arc from the E3, Xbox Live Arcade and Tokyo Game Show '06 demos is still present in the final build's data. However, due to a bug that also affects Knuckles and Blaze's used arcs, Sonic can no longer attack physics-based objects, with such objects simply canceling the attack instead.

Super Transformation



Using the Rainbow Gem, Sonic would have been able to transform into Super Sonic in regular gameplay and not just for the final boss. Presumably, Super Sonic would've played like he did in [Sonic 2](#), [Sonic 3](#), and [Sonic & Knuckles](#). Super Sonic's remnants can be acquired by editing the Rainbow Gem into a save file, or pressing Left Bumper (L2) with Debug Mode enabled and saving. With the upgrade, Sonic will perform a transformation animation when the right trigger is pressed. This is all that the state is coded to do, indicating this did not get too far into development. However there are unused sounds and particles that are in the game files that would've been used for the transformation.

Super Speed Sonic

Dramatic Jump

This ability works identically to the normal jump besides playing the dramatic jump animations. These animations are the same ones as Sonic's rainbow ring animations, including the unused ground transition and landing animations. The looping animation seems to be incorrectly assigned, however, creating a jarring transition.

Homing Attack

Like his regular counterpart, Mach Speed Sonic was intended to be able to use the homing attack. The move itself would have been faster and the jumpdash would have covered a longer range. Due to the high-speed nature of these sections, the enemy placement, and the player's inability to aim or move after the dash, this was probably deemed impractical and scrapped extremely early on. The only remnants are parameters in the lua file, an unused reference in the pkg to the TGS homing animation, and an animation slot to play it, the latter of which lacks any sounds or particles.



Knuckles

Punch Charge

Knuckles would have been able to charge his punch, possible part of the screwdriver attack present in the final game.

Elise

Homing Smash

While this move is used by Sonic alone via the White Gem, the state module for Sonic and Elise together loads the state despite not being able to use the gems. The state itself is exactly the same as Sonic's, including the need to release the Y button to perform the attack, so this is most likely a leftover from when the move was an A-button based upgrade.

Shadow

Chaos Smash

A leftover from the Xbox Live Arcade and Tokyo Game Show 2006 demos, this move is Shadow's counterpart to the Homing Smash. Unlike the aforementioned XBLA demo, the move is fully functional and effectively behaves identically to Sonic's, knocking enemies into each other and stunning shielded Egg Rounders/Commanders. The move differs from the Homing Smash in a few ways. While Sonic's charging and attack states are unified, Shadow's version of the move is split across two states: one for charging the move, and the other for performing it, though both moves will revert to the standard homing state if they aren't fully



charged. The speed for charging Shadow's is also faster, being only 0.2 seconds compared to Sonic's 0.5. Interestingly, restoring this move makes the Chaos Snap less buggy.

Blaze

Claw Attack

Blaze swipes at an enemy with her claws. The coding for this doesn't appear to exist, but the animation data is present and the effect module even loads particle effects for the same slot as Sonic and Shadow's spinkick attacks, implying that the devs intended to but never got around to implementing it. It probably would have behaved similarly to other characters' melee attacks.

Combo Moves

Combo moves such as Silver being able to throw Blaze at Iblis were intended. Those moves would have been usable in the first and third fight with Iblis.

Scratch Attack

An unused animation depicts Blaze scratching the air while descending from a jump.

Boss Sonic



Chain Jump

Sonic was supposed to be able to perform chain jumps in his pinch phase. The move doesn't function as intended, making him get locked in place, though he's still vulnerable to attacks and can be knocked out of the state. This could be due to missing chainjump objects, but the cause is unknown.

Boss Silver

Uplift

This attack damages everything in its radius, including the player. While it shares its name with the Silver's PSI Marker state and is performed from the ground, it's functionally more similar to Silver's Psycho Shock. It's identical to the one that is used in the Xbox Live Arcade demo, and the particles are still missing.

Jump On PSI

Silver will hover in the direction of his target until he gets close enough. This is a leftover from the Xbox Live Arcade demo, where Silver would hover onto objects before lifting them up. Silver's states are still coded to use this, but it's impossible to trigger it.

Ride Smash

Another leftover from the Xbox Live Arcade demo, this move allows Silver to lift up objects that he's standing on. Like the Psycho Shock, it hasn't changed at all.



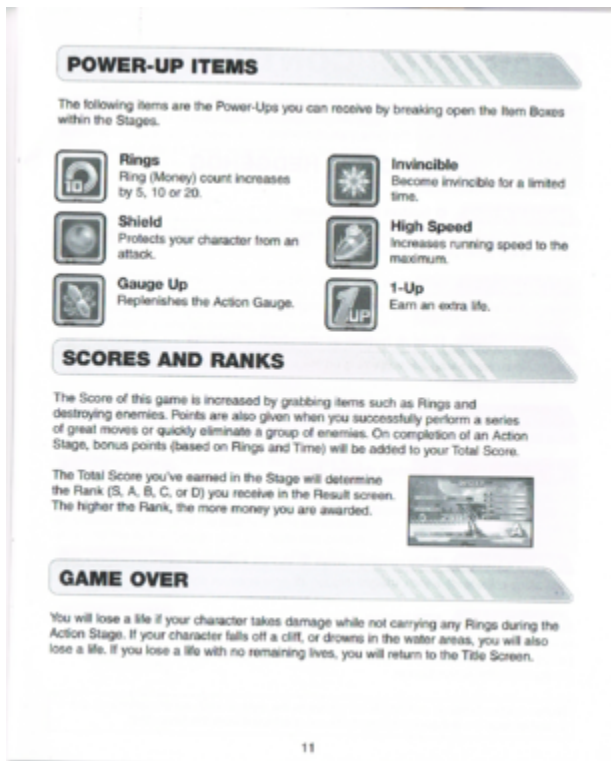
Homing Catch

Silver stands in place, waiting for the player to approach. If Sonic or Shadow enters the move's radius before Silver releases the attack, he'll be stunned and Silver will throw them. Unlike the Grab All (Object Throw) attack, which is used, Silver can't grab objects or damage players; players will be flung away in their spring state instead.

Unused shield

<https://youtu.be/LQSZ56f7yns>

The unused shield was supposed to be a green transparent shield.



In the "POWER-UP ITEMS" section of the game's manual, the Shield is listed as an available powerup that can be obtained from Item Boxes, yet no Shield powerup boxes are seen anywhere in-game. Despite this, the Shield exists in the game's code and is fully functional, allowing the player to take a hit without losing their Rings, though it doesn't play the activation sound like it should and it doesn't cause the player to enter their "hit" animation, which would be somewhat disorienting. The Shield can be placed in a level by changing an Item Box's parameter to 8.

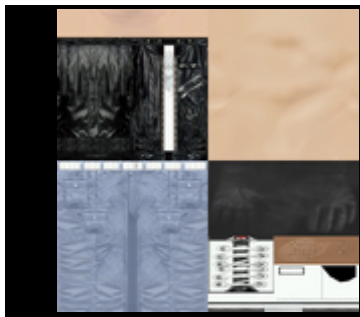
Note that the Speed Shoes (referred to in the manual as "High Speed") are in fact used, in a 2-player layout and one of Shadow's town missions. They're fully functional, playing the invincibility theme and causing the player's top speed to increase temporarily.



To be found content:

- More E3 leftovers, textures, test levels, objects, animations, early stages, and sounds.
- There's an absurd amount of unused voice clips, including scrapped plot points. [Many unused clips here.](#)
- Unused Sonic and Shadow Crisis City co-op.
- [More early elements.](#)
- A large amount of unused objects, either ones that aren't placed in any SET (ambience) or just aren't activated (common_windcollision_box).

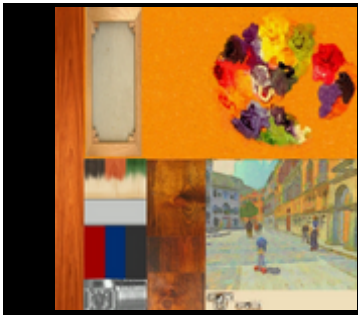
Thief



Body texture

In one of the models for the town stages' Humans, there is a model for a thief and his bag that did not make it into gameplay. They may have been implemented for missions such as: Town Mission 9: Chase the Fleeing Car! and/or Town Mission 3: Emergency Order: Capture the Thieves' Cars!, but were simply rejected. The thief can be restored by editing spawn rate file. After that, he walks with or without the bag around Soleanna New City like a regular NPC.

Painter



Easel texture

The painter model, script and textures can be found among the files of other NPCs, but are not used. One of his textures is an oil painting of Soleanna Castle Town featuring Sonic. He can be restored by editing spawn rate file. The painter was supposed to stay in the corner of Soleanna New City dock and watch the sea. He cannot be found as Sonic, and his dialogue for Silver and Shadow is the same:

- "They offered to pay me a lot of money to paint a forgery of a famous artist's painting of the sea."
- "But I turned it down. I want to paint my own art, not get money for faking someone else's."
- "Then the guy took off his hat, and said, "I've been looking for someone like you.". It was a world-famous painter!"
- "He agreed to take me on his apprentice, and he never takes apprentices! I'm so happy, I don't know what to think!"



- "I can't believe something like this would happen! I'm so glad I didn't give up.."

Dogs and pigeons



A dog in Soleanna New City.

Dogs can be found sitting in several places in Soleanna Castle Town, but they were also supposed to walk around Soleanna New City. They can be enabled by editing spawn rate file. The same way one can spawn pigeons in Soleanna New City. Instead of walking, they slowly float above the ground. In the final version there is only one pigeon, Hatsun.

Unused Switch



Radical train's unused switch.

Inside Radical Train's files in the game, there exists a Switch-like model. It resembles ones that are used to switch between movable rails; being composed of a gauge and a lever like in real life. While what it was supposed to do is unknown, if this model is to be used through hacking in gameplay, it acts as an unusable item that can be picked up by Psychokinesis. Project' 06 reuses this exact same switch to unlock the gate, which requires force or a homing attack to switch.

Egg train's cargo





The unused cargo model.

There exists an unused model for the Egg train's cargos. This unused model depicts a damaged version of the cargoes which are actually used in gameplay.

Chairs, benches and light posts

For Soleanna New City and Soleanna Castle Town, there exist sets of different chairs that are exclusive for either Town Stage. There are also several bench models, which one of them has a broken counterpart model of it (supposed to be displayed if the player breaks the bench). There is also another variant of the benches, but a whole different model. However, they crash the game instantly.

There are also two different light post models for each mentioned Town Stage whose designs apply to their respective Town Stages' construction style. The light post model for Soleanna Castle Town is old-styled while Soleanna New City's one is curved and more modern.^[12]

Tables and chairs

A set of wooden tables and (with red cushions) of chairs that were possibly replaced in favor metal ones in the Soleanna Castle Town. There is also another



set of a more fancy-like version looking to ones that are used in the final game. It is possible these would have been used for the rooftop balconyies of the Soleanna rooftops.

Billiard Ball

An unused Billiard Ball model can be found among Town Stages' files. This unused item, unlike Billiard Balls from Dusty Desert, is orange and has a number "0" label. Its placement in the Town Stages' files suggests that it was meant to be used in them, although its exact use case is unknown.

Pedestrian traffic light



The unused traffic light's undamaged model.



An unused pedestrian traffic light model is found among Town Stages' files. This model was most likely going to be used in synchronization with the unused cars' rolling in Soleanna New City. It even has a broken variant of it that would be displayed should it be struck by the player

Billboard

A billboard object can be found in the game's files for Soleanna New Town. Attached to it are several papers, which all go unused in the final game.

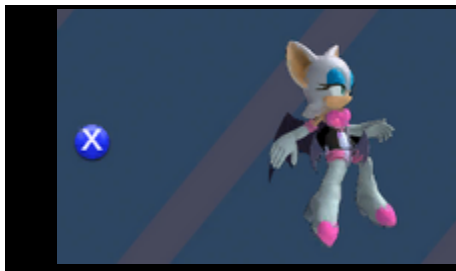
Giant domino

A huge object of a domino.

Present object

There exists an unused object whose default values (when enabled) sets it as a present model with an unheard voice line activated upon interacting with it. Once the player has interacted with, Sonic says, "*The crest of Soleanna and an eagle... I see.*"

Bat Cracker



The Bat Cracker mine around Rouge's waist.

In Rouge's model files, there exists a model of an object called the "Bat Cracker". It is oval in shape, has bat wings attached to it, a pink heart symbol painted on both the rear and front sides of it and bat ear-like juts over it.

According to an unused Hint Ring line, it is supposed to work as ammunition storage for Rouge that she uses to grab "mines" from it to throw during mid-air or while gliding. However, in gameplay, only the heart bombs are used. Although the Bat Cracker appears in the loading screen tip for Rouge's levels around Rouge's waist, it is never loaded to gameplay and there is no model for the mine associated to it in the game files.

Rocks



For White Acropolis, even though there are rocks placed throughout the level, there are oval-like objects that go unused in the final game. Loading them into the game will show that it has no collision associated to the object.

Snowballs

For White Acropolis, there are several early designs that were planned to be used for the small snowballs (having some lines around its model), but were possibly replaced in favor of the ones without any broken-like parts around it. There is also one for the giant snowball too, but loading it will crash the game.

Quintuplet pipe

A pile of five pipes stacked into each other meant to be used for Crisis City. In the final game, they only appear as singular objects. Its collision detection is broken.

Truck and trailer

An unused truck and trailer model that was meant to be used in Crisis City. Its color palette is blue and can be used by Silver's telekinesis to make upper pathways.



Unroped wood chunks

Although the chunks of wood are used in the final game for Radical Train, the ones that go unused have no ropes around the model.

Sandbag

In the game's files for Radical City, there appears to be an unused model of a sandbag.

Kingdom Valley bridge

At the beginning for Kingdom Valley, just before the first checkpoint, there is an unused bridge path meant to be used in that area. In the final game, it was replaced with a grinding segment.

Kingdom Valley wind

A volume that creates powerful wind to blast the player into the air depending on the parameters. This object is only used in Kingdom Valley and it was deactivated in the final game. Its only appearance is in the E3 demo of the game, where it was potentially used as a safety net for new players.



Pillars

In the mach speed section of Kingdom Valley, there are unused pillars that were once planned for that area.

Grapple-like objects

In Aquatic Base, there appears to be models of an unused models that look more of a grapple-like object. It may have possible animations to it, but it is unknown due to its broken state.

More bonuses

The lost camera angle

some rare cover art and this rare blur studio intro are all that remains of this angle, will it ever be found in high quality? I doubt it unfortunately



Solaris was supposed to have a larger move set

So, judging by the character dialogue during the final boss fight once you damage Solaris enough, he'll summon a giant dimensional tear, with larger enemies or debris slowly creeping their way out of it. Similar to Iblis' giant meteor attack in it's



final boss fight with Silver and Blaze (which is a good use of returning mechanics). Although this time, whatever giant projectile is summoned seems to vary between a few things, and each hedgehog has to use their stronger, charged attacks to break through/deflect it and close the rift. Solaris can also open a different tear that will try to suck you into another dimension (basically instant death), and you have to evade up or down. Then you can strike Solaris while he's open during the attack.

Interestingly, these moves correspond to the different versions of the Eyes of Solaris. The purple variant sucks you into oblivion, and the red variant spits objects out at you from other locations. So the implication is that the eyes throwing those spiked orbs at you are supposed to merge, and the combined rift is used to attack you (so a giant red eye = spawning large hazards, while a giant purple eye = sucking you into another dimension).



Sonic's mechanics also seem to have been a tad more complex too. Rather than simply flying around to charge up for an attack, it appears there were supposed to be orbs/particles of "blue light" (much like the chaos drives/light cores that are dropped from enemies in the main game) scattered about your flight path. Given the structure of the fight, they're likely spawned in abundance, and constantly regenerating, in case you get hit and lose power. You would use that light to fill up your gauge until Sonic was ready to attack at top speed as an "arrow of light." Which I have to say, makes the build up to an attack WAY more interesting than just moving in one straight direction till your gauge is full. It's also a nice callback to the Ancient Light ability in the Adventure games.

There are 58 unused town missions in the game



Sonic's unused tropical jungle arc

I'm gonna quote this from jeracyclo gaming's video (just look up "The Original Script for Sonic's Tropical Jungle Ark" on youtube for the full video)

Jera: I was really shocked to learn that the "Plains" cutscene took place after Egg Genesis. But upon closer inspection, going from a Desert stage into a Plains with no attempted merge of the two separate geometry locations, plus seeing the in-game cutscene go into the Plains cutscene, likewise the Plains cutscene to Tropical Jungle while not perfect, is a lot more believable than the former. It's starting to seem like a very early version of 06s script had Sonic's story a lot shorter at least in terms of cutscenes/story.



I'm really glad I got to share a lot of these unused lines, even if a lot has been edited/modified to either sync better, or to have the characters' response and reaction a bit more natural. Most are unused lines for gameplay, but I did feel the need to swap some OG lines out, or bring in a semi-new cs to fill in the space of all the unused lines.

Tbh it's ridiculous how much was left out, but after putting all this together, i'm starting to see little details for potentially why it was cut all around. For example, Sonic says "It's getting pretty late, I'll take you back to the Castle." for 1. the Castle was never implemented to gameplay, at least in a state where you would be able to actually go in a gondola, it'd take you across, and you'd be able to explore the Castle. (Which is why



the results we see in this video can be considered messy)

And 2. Sonic saying it's getting late implies that the setting was meant to change after Sonic & Elise have gone through Tropical Jungle, which while the Castle Town may look fancy with that Sunset setting, we have to remember that Sonic by himself in Tropical Jungle, didn't even change the setting. Hell Tails' Wave Ocean didn't change setting both in the final, and in promotional screenshots. It's the main reason I had it go back to Noon after Sonic returned Elise to the castle, to clear up this loose end and conclude that the Night has come, and gone. Correct me if I'm wrong, but I believe this now adds up to the "The date of this incident was 2 days after the Festival of the Sun." That plus the confusing setting progression put



together, I can see why they skipped over a lot of this, but that doesn't mean I agree with how it ended up. They really should've just postponed the game for at least a year...



Unused cutscenes

Another part of Sonic 06 cut content is that there are two scrapped cutscenes. These cutscenes were supposed to be used likely in the End Of The world. These cutscenes were Shadow putting on his Inhibitor Rings back on his wrists. The other cutscene was supposed to be Team Dark going to the Chaos Emeralds left on the floor, but when they walk closer, a white light flashes, this was supposed to be likely from Solaris, which explains why those emeralds were scattered around, or the chaos emerald's energy, causing the bright white light.

📺 SEGA Just Revealed The OFFICIAL Sonic Timeline!

Cutscenes are found in 0:08 and 5:10



Unused cutscenes:



Cutscene 1: Shadow placing his Inhibitor rings back on.



Cutscene 2: Shadow goes to the emeralds, and protects his eyes, because he senses something from them.



Cutscene 2, part B

The white light growing increasingly, which fades the screen, and Team Dark covering themselves.